Apple II
Technical Notes

Developer Technical Support

Apple IIGS
#102: Various Vectors

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This Technical Note describes system vectors that are not fully described in other documentation.
Changes since December 1991: Added information about the TOBRAMSETUP vector.

The **TOBRAMSETUP** vector

The TOBRAMSETUP vector is documented in Appendix D of the *Apple IIGS Firmware Reference*.
Two clarifications are needed:

- TOBRAMSETUP must be called in 8-bit native mode (SEP #$30).

- Before System 6.0, TOBRAMSETUP required that the Bank register be $00 (bad things would happen if it was not). This requirement is gone in 6.0.

The MOVE_INFO vector

MOVE_INFO is a flexible, low-overhead data transfer routine. It can transfer buffer-to-buffer, buffer-to-location, location-to-buffer, and buffer-to-buffer reversing the order of the bytes.

Apple IIGS GS/OS Device Driver Reference tells you how to call MOVE_INFO from a GS/OS driver environment (JSL to $01FC70), but this requires the language-card RAM to be banked in correctly.

Another vector points to the same routine: $E10200. If you aren't a GS/OS device driver, it is more convenient to JSL to $E10200, because you don't have to worry about banking in the $01FCxx vectors. The $E10200 vector is available whenever GS/OS is active, under System Software 5.0 or later.

The DYN_SLOT_ARBITER and SET_SYS_SPEED vectors

Two other GS/OS System Service vectors are duplicated in bank $E1: SET_SYS_SPEED ($E10204) and DYN_SLOT_ARBITER ($E10208). Like MOVE_INFO, these are available when GS/OS is active under System Software 5.0 or later.

Further Reference
- *Apple IIGS GS/OS Device Driver Reference*
- *Apple IIGS Firmware Reference*